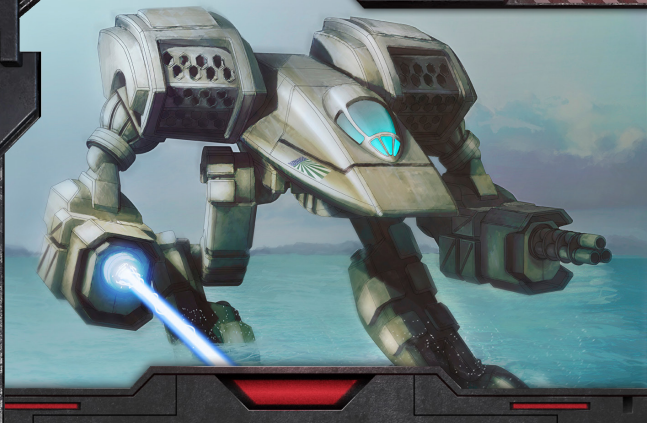# REDLINE

TACTICAL CARD COMBAT

INSTRUCTION MANUAL

REDLINE: Tactical Card Combat is a fast paced card game that blends the maneuvers of tabletop wargames with all the deep gameplay and deck construction aspects of many popular card games. In a game of REDLINE, players utilize careful strategy to build their squad of powerful efreets then devise attacks to secure territory as they battle in simultaneous combat.To win players must capture all 5 missions in a game or deplete their opponents deck of cards.

REDLINE: Tactical Card Combat is an expandable card game. As new cards are added to the game, its rules can be altered to reflect new areas of gameplay.Because of this, any rule may be overridden by the text on cards if they conflict.Keep up to date with the newest rules and expansions by visiting **redlinegame.com**.

STORY

In the year 2060 humanity has once again found itself embroiled in the turmoil of war. After decades of technological advancement brought on by the peaceful exploration of space, small scale conflicts over the riches within the solar system have erupted into open conflict. The Solar War.

After a string of early victories in the war, the nations of China and Russia were forced off Earth after their destabilizing defeat at Tycho Crater on the moon in 2051. Taking refuge within their Martian colonies and industrial plants, the two exiled militaries come together to form the Crimson Pact of Mars as they fight to regain their lost homes. Amidst this turmoil and weary of the destructive fighting, members of the technologically advanced BRIMEA (Brazil, India, Middle Eastern Alliance) nations perfect faster than light travel and leave the planet in a massive exodus beyond the solar system. Now in sole possession of Earth, the overstretched forces of the UNE struggle as peacekeepers thrust into protecting the billions of abandoned populations left behind from the sudden collapse of so many governments worldwide.

In the conflict both sides use a newly developed weapon tailor made for this new age of warfare in space, the efreet. Combining the best aspects of infantry with heavy armor, efreets are highly mobile

and endlessly adaptable bipedal weapons of war able to fight effectively in nearly any environment, even the vacuum of space.

In REDLINE: Tactical Card Combat, it is up to you to take command of the forces of the CPM or UNE and deploy your squad of efreets into combat to control an ever changing battlefield.

Each faction has their own strengths and weaknesses to discover and exploit so be sure to choose the faction that best fits your play style.

THE CRIMSON PACT OF MARS (CPM)

Focusing on blunt hammer and anvil tactics, the forces of the Crimson Pact of Mars bring superior firepower backed by heavy armor to every fight. By using their deadly salvo ability plus a scorched earth approach to the battlefield, the CPM excels in dealing damage to anything in their way. That doesn't mean the CPM military doesn't value subterfuge however as their embracement of asymmetric warfare can be used to hack their enemies to gain extra advantages during play. The people of the CPM also understand the need for sacrifice and are ready and willing to accept great losses to achieve a common goal.

THE UNITED NATIONS OF EARTH (UNE)

After forcing the governments of China and Russia off Earth, the remaining militaries came together to form the United Nations of Earth. As a united front against further attacks from the CPM,the UNE relies on advanced technology and precise strategy to overcome their enemies. The accuracy of their nimble efreets can easily score critical hits to disable enemy forces in a fight and when combined with their ability to manipulate battlefield conditions to gain a tactical advantage, the UNE always has an answer for any combat situation.

GAME COMPONENTS

The REDLINE Core set comes with the following.

Two 61 card game decks.
(CPM and UNE)

One instruction manual

One 15 card
critical hit deck

One 20 card mission deck

6 double sided
control tokens

24 double sided
damage tokens

10 mission dials

5d6 black
capture dice

2d12 red
attack dice

2d6 blue
recon dice

Deck List CPM	
Valya Serova	1
Supply Drop	19
Efreet Hangar	2
Listening Post	1
EF-9 Rabbit	3
EF-41 Huojian	2
EF-11 Sledge	2
EF-25 Hammer	3
EF-38 Moose	2
EF-34 Claymore	2
EF-34 Katyusha	1
CPM Cadet	2
Network	2
JianTaou	1
AESA IV Czar	2
Zuni Rockets	2
Heatseekers	1
KZ-2 Longarm	1
Overclocked Laser	2
Full Salvo	2
Rolling Thunder	1
Push Forward	2
Data Dump	1
Danger Close	2
Blaze of Glory	1
Covering Fire	1

Deck List UNE	
Camilla Brand	1
Supply Drop	18
Brand's Bunker	1
Efreet Hanger	2
Listening Post	2
LGT-3 Lightning	3
THR-35 Thrust	2
TRC-5 Tigercat	3
HRS-19 Horus	3
TNO-30 Tanto	2
RHO-12 Rhino	2
UNE Cadet	2
Hibiscus	2
Zuni Rockets	1
Pew-2 Riotgun	2
NAU-3 Avenger	2
Heatseekers	1
Digital Tracers	2
Honor Heros	1
Stuck in the Mud	2
Close Call	2
Rushed Prototype	1
Flanking	2
Critical Strike	2

DECK CONSTRUCTION RULES

ARSENAL CONSTRUCTION

In REDLINE, players can either use pre-made decks or build their own to create powerful synergies and efreet squads. A player's deck, or **arsenal**, is led by a faction **general** with special abilities to be used during play, so choose your general wisely.

All arsenals must follow the **arsenal construction rules** below:

1. An arsenal must be 60 cards exactly.

2. Each arsenal must have a general to lead it. Generals do not count as a card in the arsenal.

3. Arsenals can only contain neutral cards, or cards that share a faction with the deck's general.

4. Besides basic resource cards, an arsenal can only have up to 4 copies of any one card.

Your arsenal contains all the weapons, equipment and resources you will bring into battle. When building your own deck it is fun to build around powerful card synergies, but a strong deck is also one that is balanced. Too many or too few of certain cards will create a deck that plays inconsistently and performs poorly. Because of this a typical REDLINE arsenal will contain 24 resource cards, 16 efreets and 10 equipment and 10 tactic cards.

Have fun experimenting with your own builds to find the right combination of cards that fit with your playstyle and strategy !

MISSION DECK CONSTRUCTION

In REDLINE, players battle to gain control of territory and objectives represented by the **mission cards** in the **mission card deck**. When flipped over, these cards create the redline between each player's forces, and also creates the unique battlefield where each game of REDLINE takes place. Many mission cards have special bonuses that grant extra abilities when captured or attacked so plan carefully before sending your efreets into combat.

Mission decks must contain at least 20 mission cards and no more than 3 copies of any one mission card can be placed in the mission deck. Only 1 mission deck is needed to play between players.

CRITICAL HIT DECK CONSTRUCTION

The Critical Hit deck contains the 15 cards that represent potential systems failures and malfunctions during battle. Only 1 critical hit deck is needed to play between players.
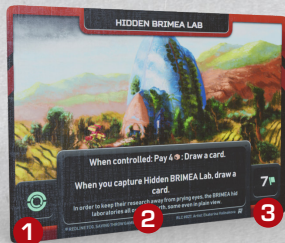
REDLINE CARD LAYOUT

Learning how to read the cards in REDLINE is fundamental to analyzing a card's abilities and applying them to dominate the battlefield.

Efreet Card

1. Resource cost.
2. Card name and card subtype.
3. Faction.
4. Attack, armor and speed values.
5. Rules textbox.
6. Equipment slots.

Mission Cards

1. Control bonus
2. Rules textbox
3. Capture cost

VICTORY CONDITIONS

There are two ways for a player to win a game of REDLINE. Which one they choose to pursue is up to them as the game progresses.

The first way to win is by securing a **tactical victory** which is a game condition where a single player has control of all 5 mission cards in play at the end of a turn. Controlling all missions before the game turn ends does not count as a tactical victory.

The second way is to defeat your opponent by **razing** cards from their arsenal into their scrapyard and thus destroying their base. As soon as a player's arsenal has no more cards in it, that player has been defeated and has lost the game.

HOW TO START

In order to play a game of REDLINE: Tactical Combat, players will each need their own arsenal, as well as a single mission deck and a single critical hit deck that is shared by both players. Players will also need faction tokens to show ownership of missions, 10 mission dials, damage counters, and at least 1 capture die (1d6), 1 attack die (1d12), and 2 recon dice (1d6).

GAME ZONES

When playing REDLINE it is important to understand the different game zones and how cards interact with them as each serves a specific purpose in the game. There are three distinct zones in REDLINE: Tactical Card Combat which are the baseline, the frontline and the redline. Except for the redline in the middle, all game zones are mirrored for each player.

Baseline: At the bottom of each player's play area, closest to them is their baseline. The baseline represents a player's base of operations for the coming battle and is where all resources are stored, where Generals draw up their mission plans and where efreets are repaired and equipped for combat. Each player's arsenal is located here along with any deployed resources, equipment or strategy cards, efreets under repair or not engaged in combat as well as the scrapyard (discard pile). The bunker/HQ

is a separate game location in the baseline where each player's general card resides. Finally, recon, a secondary resource, is kept track of in this zone through the use of a single d6 dice.

Frontline: Above the baseline on each side is their frontline The frontline is a staging or holding area where efreets receive their mission orders for combat each turn.

Redline: The contested area that divides players is the redline. It contains the five revealed mission cards that make up the terrain for each game and is where combat takes place. In addition it is where the mission deck and critical hit deck are placed when playing. Each revealed card in the redline has a number associated with it for gameplay purposes with the card closest to the mission deck being in position 1 and the card farthest away as position 5.

SETUP

1. The mission and critical hit decks are placed in the redline.

2. Both players roll 1d12 for initiative with the highest rolling winning. The loser takes their deploy phase first and goes first when choosing to retreat units during combat, when similar speed units attack simultaneously or during all tie breakers.

3. Both players draw the top seven cards of their arsenal.

4. Once cards are in hand, players may take a partial mulligan by placing unwanted cards from their hand on the bottom of their arsenal then drawing that many off the top. They may do this only once and must keep their cards afterwards.

5. Each player places their General card face down in the bunker zone and sets their recon die aside.

6. Reveal the top 5 mission cards and place them on the redline in a row.

7. The player who lost initiative begins their deploy phase.

GAME PHASES

Each turn in REDLINE consists of 3 separate phases: the **deploy phase**, the **mission planning phase**, and the **combat phase**.

DEPLOY PHASE

The deploy phase marks the beginning of each new turn in REDLINE. During the deploy phase players will manage their resources, deploy cards from their hand, make repairs and upgrade units with equipment.

To begin, the player who lost initiative goes first by drawing a card from their arsenal and adding any bonuses from captured missions. Once those actions are done, all owned cards are reset by flipping them face up again or returning to an unexpended position.

After this is done, players may take actions such as **deploying** cards from their hand into their baseline. Players may only play 1 resource card during each deploy phase however they may deploy as many cards from their hand as they wish as long as they can afford their costs. Deploying is the act of playing a card from the hand

to the table by paying its cost. To pay a deploy cost, players must first **expend** the correct amount of resources by turning resource cards sideways. Doing so adds the amount and type of resources on the card to the player's resource pools which they then spend to play cards or activate abilities. Expended resources cannot be used again until the next deploy phase begins and they are reset.

Any unused resources in the deploy pool at the end of a player's deploy phase disappear when their deploy phase ends.

The exception is recon, which is a special secondary resource players can collect during play and is tracked by their recon die. Spent recon is simply subtracted from the die total. Unspent recon at the end of each phase can be banked as it does not disappear at the end of a player's turn.

All cards are deployed to the baseline when played from a player's hand. Efreets are active as soon as played and can make attacks or use abilities immediately on the turn they were deployed.

Repairs: In a game of RED-LINE, expect your efreets and other cards to take heavy damage! But don't worry! Damaged cards can be repaired during the deploy phase to make them ready for another turn of fighting.

To repair a damaged efreet, the player flips it over then expends 1 resource to remove 1 damage counter from it. Flipped units under repair cannot act or be interacted with until they reset at the beginning of that player's next deploy phase. Players may repair as much damage during a repair as they have resources to spend. **Critical hits** may also be repaired this way by spending 1 resource to remove the negative effect and flipping the unit as if it was being repaired normally. Critical hit cards that are repaired are placed on the bottom of the critical hit deck.

Other cards such as generals may also take damage when playing. They are repaired the same way as efreets except they do not flip when repaired.

Adding Equipment: Efreets can also be **upgraded** with equipment cards to make them even more powerful.

EQUIPMENT TYPES

| OPEN | MISSILE | SYSTEM | CLOSED |

| LASER | CANNON | PILOT |
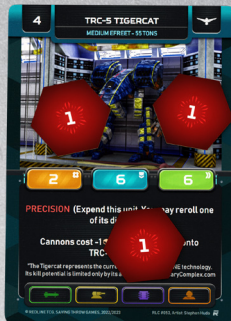
At the bottom of every efreet are **equipment slots** that show what type of equipment it can accept. An efreet may only be equipped by cards that match the equipment slot it shares. Once a piece of equipment is attached, that slot is filled and it cannot accept any more equipment of that type. If all an efreets equipment slots are filled, it cannot accept anymore equipment until an equipment card is removed.

There are many different types of equipment REDLINE that you can use to upgrade your efreets.

Some efreets may have an open equipment slot that will allow them to accept any type of non-pilot equipment card. Others may have a closed slot which cannot accept any equipment at all.

If an efreet shares a matching equipment slot with a card in your hand, you may deploy the equipment directly onto the efreet for its deploy cost. Once deployed, equipment can be moved onto other units or removed to the baseline by paying its equip cost
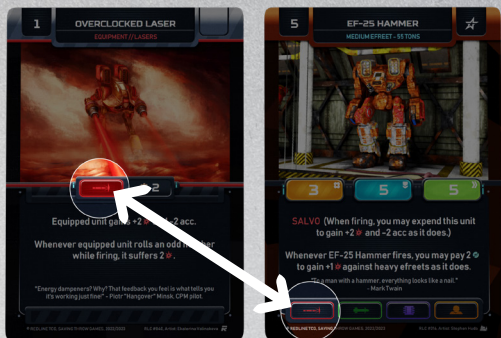
located in the middle of the card each time it is moved. Equipment can only be moved from one efreet to another if it has a matching and unused equipment slot.

Equipment cards may also be deployed directly to the baseline if wanted. However, once an equipment card has been deployed all further transfers will have to be made by paying its equip cost in the middle of the card.

Whenever an efreet is destroyed, all equipment attached to it goes to the scrapyard.

Efreet Limit and Scrapping: A player's baseline may only support a total of 5 efreets on the battlefield at any time. If a player has 5 efreets already deployed and wants to play another they must first deploy the new efreet then choose one of their efreets in play to **scrap** by sending it to their scrapyard. Scrapping destroys the efreet.

Players may only scrap efreets in this way if they have 5 in play already and deploy a 6th.

Ending the Deploy Phase

When a player's deploy phase is over, they discard down to 7 cards. Then the next player begins their deploy phase or, if both players have finished their deploy phases, the mission planning phase begins.

MISSION PLANNING PHASE

It is during the mission planning phase where players simultaneously make their plans for the upcoming combat phase. This is done with the use of setting secret mission dials face down on their units to prepare attacks on the redline while anticipating their opponents moves to counter them. Will you defend a key mission or flank an opponent's position to gain the element of surprise?

Mission Dials: Mission dials are what players use to plan their attacks during the combat phase. Each dial shows a number, 1-5, that correlates to the mission card positions on the redline. In addition, each dial has a **B setting** which can be chosen to move an efreet away from the combat zone and back to the baseline during the combat phase.
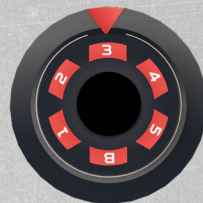
To start the mission planning phase, all active efreets are moved into the frontline to prepare for their attacks and receive their orders. To plan a mission, a player will set their dial to the correct mission position they wish their unit to carry out, then place the dial face down on their unit. Players may recheck and change dials already placed when planning missions, but once both players have set all their dials down, they are unable to check or change them. Once dials have been set for all units on the frontline, both players will flip them over at the same time to end the mission planning phase.


COMBAT PHASE

The combat phase begins once all players have flipped over their mission dials. Efreets assigned to the baseline take their actions first then your efreets attack the missions you assigned to them in ascending order from 1 - 5.

If any your efreets attack the same mission, they are considered squadmates while at the mission. Sometimes squadmates can help assist each other so it is up to you if you want to send your forces to attack in large groups or scattered to cover more ground when planning your attacks.

COMBAT

When an efreet carries out its mission it is considered an engagement. If two or more opposing efreets meet at the same **engagement**, then combat begins there.

Combat consists of **rounds** where each unit takes an action in order of their speed, with faster efreets with higher speeds going first. An action can consist of an efreet firing at enemies and/or using its special abilities. Unless stated otherwise, special abilities can only be used during an efreets turn in the combat phase. Once every unit has taken an action during a round, both players are given a chance to declare a **retreat** of any of their engaged units or continue fighting according to initiative order. If both
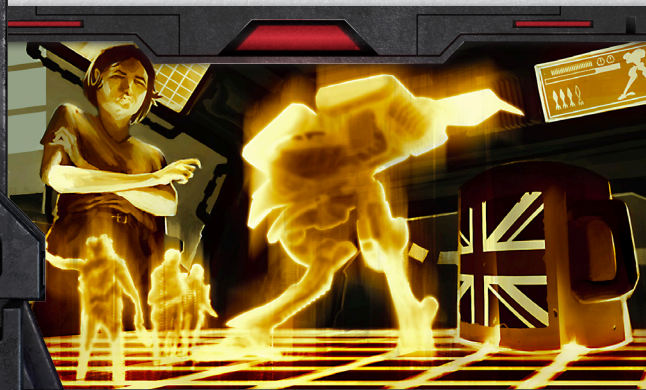
players stay to fight, a new combat round begins. An engagement only ends if all of a player's units at the location are destroyed, or if a player has retreated all of their engaged units back to their frontline.

When it is an efreet's turn in combat, it may **fire** once at an enemy engaged with it, and take special actions such as activating equipment or using its abilities.

To fire, a player first declares an enemy unit to shoot at that they are engaged with, and rolls a d12 die. Once fired a shot will hit if you roll the target's speed or higher, once **accuracy** modifiers have been factored in. If the shot equals the target's speed exactly, then damage is dealt and a critical hit is assigned. Any roll lower than the enemy speed is a miss and deals no damage.

Efreets that share identical speeds in an engagement fire simultaneously in the round but roll shots according to initiative. However, the damage from each shot is not applied until all units with the same speed have completed firing.

Many cards in REDLINE grant accuracy, or acc, bonuses that make your shots easier to land. The number rolled after these modifiers have been applied is what counts as the final shot value, not the number rolled by itself. For example, if an efreet gains +2 acc while firing at an enemy efreet with a speed of 5, and rolls a 4 the shot would count as a hit as the total rolled after modifiers would be 6.

A **natural 12**, or a 12 rolled without any modifiers, will always hit regardless of enemy speed and always assign a critical hit when it does.

Once hit, damage is dealt in the form of damage tokens, REDLINE's damage tokens are double sided so you can flip them to show the appropriate amount of damage at all times.

Once a shot is successful, damage and any additional effects from it are applied instantly. (Except when opposing efreets shares the same speed. In that case damage isn't assigned until each efreet with the same speed has fired.) All damage in REDLINE is permanent until repaired. Because of this, it is possible that slower units targeted early in combat may not survive to take their turn during the combat round. Speed kills so be careful!

When combat at one mission ends, the remaining efreets stay there and on the frontline until the end of the combat phase when they return to the baseline.

Critical Hits: If a shot, after modifiers, equals the enemy unit's speed exactly, or if the roll is a natural 12, the attack is not only successful but becomes a critical hit. When a unit takes a critical hit in combat, the attacking player draws the top card from the critical hit deck and applies the effect to the enemy unit that was

BOOM, HEADSHOT!

CRITICAL

Destroy efreet.

Peaking the head of his Horus up over the crest of the ridge for a better view of the battlefield below seemed rather harmless at the time.

hit. Some critical hits are one-time effects, while others are permanent conditions that stay until repaired at base. If a critical hit card is permanent, place it under the efreet as you would equipment. Temporary critical hits are placed on the bottom of the critical hit deck.
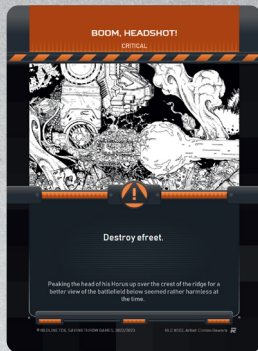
Unit Destruction: As soon as a unit takes damage equal to or greater than its armor value, it is destroyed and goes straight to the player's scrapyard along with any equipment attached. Any critical hit cards attached to the destroyed unit go on the bottom of the critical hit deck.

Capturing Missions: Units can roll to capture missions if they were the only units sent to that mission, or they are the only ones left there after the end of an **engagement**.

Each mission has a **capture cost** that shows how difficult a mission is to capture and how much damage is done to the opposing player's base once captured. To capture, surviving units must roll at or above the capture cost to successfully capture the mission card. A capture roll below the capture cost number means the attempt to capture ended in failure and ownership of the location remains unchanged.

To capture missions, each efreet rolls a capture die, and gains modifiers according to their weight class. Lighter efreets may be good at scouting out missions but have difficulty in holding territory while heavier units can take and hold ground with ease. Because of this, when capturing, **light efreets roll 1d6-2, mediums 1d6,** and **heavies 1d6+2.** Efreets in a squad at the same mission combine their rolls to increase their chance of success at capturing missions.

If a mission capture is successful, add a capture token to that mission to show control of it. *Each capture token on a mission adds +1 to its subsequent capture cost*. If a player captures a mission that is already commanded by another player, change the faction token over to show new ownership.

Captured missions can give bonuses to the players who own them. The most common bonus is the addition of extra recon at the beginning of each deploy phase as shown by the blue recon symbol in the

capture bonus area on each mission card. However, some missions also bestow special benefits when captured. Capturing missions as early as you can to use their powerful bonuses to your advantage and deny them to your opponent is key to winning in REDLINE.

If a player commands all 5 missions at the end of the combat phase, they win the game with a tactical victory.

Capture Damage: After a mission is captured successfully, it deals damage to targets in the opposing player's baseline equal to the capture cost shown on the mission card. Any modifiers to the capture cost do not apply to capture damage. The capture damage represents the detriment and attrition of your ability to fight on the battlefield as missions are lost. Capture damage may be applied to a valid target at an opponent's baseline, either arsenals, generals in the HQ, strategy cards or any efreets that remain on the baseline during the combat phase. The player that successfully captures the mission chooses the enemy target to receive damage. Resources, equip-

ment cards and flipped efreets under repair may not be targeted by capture damage. All damage from each mission capture must be directed at 1 target, it cannot be divided. Players cannot target themselves with capture damage.

When assigning capture damage, always apply the stated value of the capture cost on the mission card.

Damage directed towards an arsenal razes an amount of cards equal to the damage dealt. When targeting other cards, they receive damage in the form of damage tokens.

CARD STATES

In REDLINE, cards exist in multiple states that affect how they can be interacted with.

Arsenal: Cards in an arsenal exist as a group, and cannot be individually interacted with. Arsenals can be targeted by mission capture damage, or other cards directly. Each point of damage inflicted this way razes a card off the top of the arsenal into the scrapyard. When an arsenal has no more cards in it, its owner loses the game.

Attached: Cards like critical hits and equipment are attached to efreets and add their bonuses and effects to it.

Expended: An expended card has been turned sideways to show its one time effect has been used for the rest of the turn. While expended, these cards can still be interacted with. Expended cards return right-side up during the next deploy phase.

Flipped: A flipped card is turned facedown to show it is temporarily absent from the game. Its effects are no longer active and it cannot be interacted with while on the battlefield. Flipped cards return face up during the next deploy phase.

Bunker/HQ: The bunker/HQ is a special zone in REDLINE that affects general cards only. Generals start each game in the bunker, facedown, and have all the status of a flipped card, except they only turn over when a player pays their resource cost. Once paid, the general flips faceup and is active and in command in the HQ.

If a general receives damage equal to or greater than their armor value, they flip facedown and go back into the bunker. Each time a player wishes to redeploy their general from the bunker after the first time, it costs an extra 2 resources to do so for each additional deployment.

Hand: Once drawn, and before it is deployed, a card exists in a player's hand. Like the arsenal, they exist as a group and cannot be individually interacted with.

Reset: When a card is reset it returns to its original unexpended and face up orientation.

Scrapyard: The Scrapyard is where cards in REDLINE go once used, discarded, scrapped, or destroyed. Like the arsenal, they exist as a group and cannot be individually interacted with.

Deployed: Being deployed is a special one time condition that exists whenever any card is played from the hand for that turn by paying its cost. As resources have no cost they cannot be deployed but instead simply played from the hand. Some cards in REDLINE may generate extra bonuses when deployed from a player's hand. Any cards that return to a normal state, for example from being flipped, do not count as deployed since they are not coming into play from the hand.

RESOURCES AND SYMBOLS

In REDLINE: Tactical Card Combat, there are two main types of resources a player uses to deploy cards and activate abilities while playing, resources and recon.

Resources are gained through expending resource cards and is the main resource used in REDLINE to pay for deployed cards. Unused resources disappear at the end of every game phase.

Recon is a special resource that can be gained in many ways, usually through capturing missions or from attacking with efreets that have the scouting ability. Recon is collected and pooled turn after turn on a player's recon die. A player can have no more than 6 recon at any time, and any extra gained while maxed out disappears.

Recon can be used for a number of special circumstances, such as activating special, general, or efreet abilities. It can also be used to play tactics cards from a player's hand in lieu of resources with 1 recon equaling 1 resource in combination of each other. *Recon cannot be used to deploy any other cards except tactics.* This means an opponent with expended resources but full recon may still have a few surprises to spring during combat, so watch out!

Damage is represented on cards with the damage symbol.

CARD TYPES

There are a number of different card types in REDLINE that a player needs in order to build a well balanced arsenal. Knowing what each card is capable of and how to use them best while playing is the key to winning every game.

Efreet Cards: Efreets are powerful and agile bipedal warmachines that make up the bulk of armed forces in the Solar War. Named after mythical demons, efreets are robust and highly adaptable thanks to the variety of upgrades they can be modified with.

Efreets have 3 core stats; the higher the value, the better the stat is:

Damage: The amount of damage an efreet does when it fires in combat.

Armor: How much damage an efreet can take before it is destroyed.

Speed: How fast an efreet is, which affects how quickly it can fire in combat and how hard it is to hit when targeted.

Efreets come in three different classes:

Light: Light efreets are small and nimble, typically reserved for scouting missions or as support in a squad. Though they generally lack firepower and armor, they excel in the early stages of a battle to secure parts of the redline quickly and probe for weaknesses. All light efreets roll 1d6-2 when capturing missions.

Medium: Jacks of all trades but masters of none, medium efreets are multi-purpose units that can fill a variety of roles. Able to go toe-to-toe with their heavier cousins while keeping up with lighter units, they usually make up the main composition of a squad. Mediums roll 1d6 when capturing missions.

Heavy: The largest and often the slowest efreets yet developed, heavy efreets pack a large amount of firepower, and the armor required to wade into the thickest of battles. But they suffer if not supported with lighter units to cover their vulnerable flanks. Heavy efreets roll 1d6+2 when capturing missions.

Equipment Cards: Efreets can be upgraded with many types of equipment in order to make them more powerful and to grant them new abilities. Choosing the right types of equipment for your arsenal and bringing them to bear on the battlefield is critical in REDLINE to gain an advantage over your opponent.
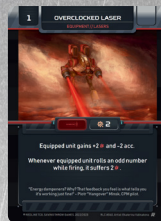
Equipment comes in 5 different types:

- **Lasers** - Energy weapons are often cheap upgrades that can give efreets a quick damage increase, or more accuracy in combat.

- **Missiles** - A common upgrade on the battlefield, efreets can be upgraded with improved missile types or missile launchers. However, missiles have limited ammo capacity and need to be reloaded after use.

- **Cannons** - Devastating when they hit, cannons are capable of easily causing critical hits.

- **Systems** - A large variety of upgrades fall into the systems category. Systems can add extra electronics like advanced radar systems or targeting sensors that can improve an efreet's overall performance.

- **Pilots** - Putting a skilled pilot behind the controls of an efreet can make all the difference in the world. In addition, many pilots perform better when piloting an efreet type they specialize in.

Tactics Cards: In the thick of combat, employing the right tactics is often the difference between a crushing victory or costly defeat. When played at the correct time, tactics cards can give your forces the boost they need to land a critical shot or evade a deadly ambush, so use them wisely.
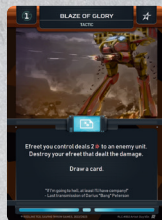

Tactics cards are flexible to use in that they are the only cards in the game that can be deployed with either resources, recon or a combination of both

Tactics cards can be played at any time as long as the player has the resources or recon to deploy it. Once played, tactics cards take effect and are resolved instantly unless another tactics card or ability is played in response by either player, in which case the **Chain of Command** is used.

Resource Cards: Having the most powerful efreets and weapons in your hand is useless if you don't have the resources to deploy them. Resource cards help give arsenals the supplies they need to deploy units to their baseline and and keep them fighting. It

is important for a player's arsenal to contain the right amount of resources to deploy their cards, as having too many or too few can cause logistics problems that make defeat likely.
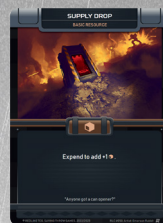
For a 60 card arsenal, 22-24 resource cards are generally recommended. Any less and you may not have enough supplies to deploy your squad while having too many can flood your stockpiles.

Players may only deploy 1 resource card each deploy phase. Resource cards cost no resources themselves to deploy.

To use their resource cards, a player may expend it by turning it sideways. This adds a resource to their logistics pool that they can then use to deploy cards from their hand. Resources in the logistics pool stay there until used or until each phase ends. Once used, resource cards do not reset until the next Deploy Phase.

General Cards: In REDLINE, a player's arsenal is led by a unique general who brings special abilities to combat and influences what cards can be included in a player's deck. Finding the right general and learning their play style is critical to winning games in REDLINE, so choose yours carefully!

Each general begins play face down in the bunker.

During their deploy phase, a player may spend resources equal to their general's deploy cost to flip them face up which puts the general in the HQ. As soon as a general is in HQ, they are considered in play and their abilities become active.
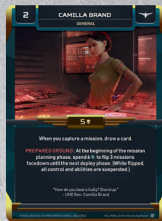
All generals have an armor value located in the middle of the card which displays how much damage they can take before being destroyed. Once a general is destroyed, it is flipped face down and goes back into the bunker. Players may deploy a general back to their HQ afterwards by paying its deploy cost again, and adding +2 to the cost for each time they have been destroyed. Generals may be repaired during the deploy phase by paying 1 resource to remove 1 damage counter. Generals do not flip when being repaired.

Once flipped face up, generals are considered to be a part of a player's baseline and may be targeted by cards and abilities that can target it. Generals cannot be targeted while flipped in the bunker.

An arsenal may only contain neutral cards and cards from the selected general's faction. All arsenals must have a general to lead it.

Heroic Cards: In REDLINE, heroic cards represent individually famous characters, locations and technologies in the REDLINE universe. To show these cards as unique, Heroic cards are represented with a special gold frame. While players can have up to four copies of an individual heroic card in their arsenal, they may only have 1 copy in play at a time. Opposing players may play identical copies of the same heroic card.

If a player has a heroic card in play and another of the same kind comes into play under their control, they must immediately choose which to keep on the battlefield and which to scrap.

THE CHAIN OF COMMAND

The **Chain of Command** determines the order in which game effects take place after being used. Cards, abilities, and damage are affected by this system which stacks new effects on top of older ones during gameplay. Newer effects resolve first and then players work their way down the chain of command to resolve the first effect last.

*For example, during an engagement a Huojian efreet controlled by Giles uses its Salvo ability **(1)** and rolls a 9 to fire at a Tigercat controlled by David. The shot hits since even with the -2 accuracy applied to the Salvo, the result is still higher than the Tigercat's speed of 6 **(2)**. Giles then plays Full Salvo **(3)** from his hand to add an extra 1 point of damage to the shot which would trigger Full Salvo's second ability **(4)** to deal a critical hit and draw an extra card. However, David plays Close Call **(5)** after the Full Salvo is deployed which will take effect first since it was played as the last card in*

the chain. Because the adjusted damage from the shot is now 3, no critical hit is applied and Giles draws no extra card.

CARD ABILTIES

Using the special card mechanics in your arsenal wisely can help to give your efreet squad the edge in combat. There are many special card mechanics in REDLINE so study them all because you never know what you will be forced to face in battle.

Having multiple instances of the same ability on an efreet will not double the effect. For example, having multiple instances of sharpshooter will only trigger once, when the efreet with those abilities fires.

The exceptions are mechanics with numbered values assigned to their properties, such as Ambush 1 or Ambush 2, since the value assigned to the ability makes them two different abilities, they would each trigger separately. In this case an efreet with Ambush 1 and Ambush 2 would deal both 1 and 2 damage to a target when combat begins.

AMBUSH: The ambush ability allows a unit to deal unavoidable damage equal to the ambush number, to one target unit engaged with it before combat begins. Great for softening up armored enemies or for setting up hit and run attacks.

BOOST: A unit with the boost ability is able to increase its speed to try and dodge an incoming shot. To activate it, simply expend the unit with boost before your opponent's shot, to gain +2 speed for the duration of that shot. A unit cannot boost while already expended so be careful when to hit the turbo!

COVER: In an engagement, units with cover may protect other units from damage by getting in the way and absorbing it. Whenever a squadmate takes damage, a player may choose to expend a unit with the cover ability to absorb that damage. Critical hits scored against the initial target will also transfer over to the covering unit, regardless of its speed.

PRECISION: A player may expend a unit with precision to reroll one of that unit's die rolls during an engagement in order to obtain a more favorable result. This ability may also be used during capture rolls, as long as it is available.

SALVO: During combat, a unit with salvo may unleash a devastating shot against an opponent at the risk of reduced accuracy. A player may expend a unit with salvo before firing to increase its damage for that shot by 2, while lowering its accuracy by -2.

SCOUTING: Gathering recon during a battle is vital for performing special actions. Units with the scouting ability can help gather recon by being sent out to gather intelligence on missions. When a unit with scouting is assigned to attack a mission, add + 1 to your recon pool.

SHARPSHOOTER: Powerful weapons are useless if they can't hit their target. The sharpshooter ability gives units more accuracy in combat by modifying shots with a +1 or -1 accuracy bonus. Aim for target speed and score a critical hit!

STEALTH: Stealth helps make units difficult to register on sensors and targeting systems. Units with stealth may be fired at normally while in combat, but they cannot be targeted by opponent owned cards or abilities. Any cards or abilities that do not target individually will still affect units with stealth.

GENERAL ABILITIES

As the leader of your forces, Generals bring their own unique abilities to every battle of REDLINE! It's important to build your arsenal around your General's abilities to get the most out of every card and opportunity while playing while utilizing the strengths of your General. .

EFREET ACE: The efreet ace ability allows a general to jump into the cockpit of a player's efreet and fight in engagements. When equipped in an efreet using this ability, the general is treated as a pilot and cannot be targeted by cards that can normally target generals. If the general's piloted efreet is destroyed in battle, the general goes back to the bunker and its owner razes 6 from their arsenal.

PREPARED GROUND: A general with prepared ground is able to influence total control over the battlefield. When prepared ground is activated, choose 3 missions in play and flip them face down. Flipped missions cannot be attacked and while flipped, any effects, bonuses, or control of those missions are temporarily suspended until the next deploy phase when they are flipped back over and control is regained.

REDLINE GLOSSARY

Arsenal - The deck of 60 cards that makes up a player's squad in REDLINE.

Accuracy - The number an efreet needs to hit another when firing in combat. The number needed to roll depends on the target's speed.

Attack - The action taken when an efreet is assigned to and carries out a mission on the redline.

Baseline - The bottom row of a player's play space that contains resource cards, strategy cards, unequipped equipment cards, the scrapyard, bunker/HQ, and efreets being repaired.

Bunker - The game zone where the general card is placed face down and considered out of play.

Capture Cost - The value shown on a mission card that represents how hard it is to capture. Efreets in a squad need to combine capture dice rolls to collectively roll the cost or higher in order to capture and control the mission.

Capture Damage - Damage dealt to a valid target in the enemy base when a mission is captured. The damage dealt is equal to the mission's original capture cost. The player that captured the mission chooses the target of the damage; damage dealt this way cannot be split between targets.

Chain of Command - The ordered sequence of actions being resolved when multiple cards are played at the same time, often in response to each other. Cards played first are the last to resolve, while cards played last resolve first.

Critical Hits - When an attack roll equals the target's speed after modifiers, or if it is a natural 12, it is considered a critical hit and deals a card from the critical hit deck to the damaged target.

Damage - Units in REDLINE take damage in the form of damage counters when hurt.

Deploying - Playing a card from a player's hand.

Destroy - A destroyed card is sent to the graveyard.

Efreets - The basic unit in REDLINE: Tactical Card Combat and the main fighting machine of the near future.

Efreet Limit - The maximum amount of efreets a player's arsenal can can have deployed at once, which is 5.

Engagement - When at least one efreet is assigned to a mission.

Equipment - The upgrades an efreet can be modified with. Equipment consists of cannons, lasers, missiles, systems, and pilot cards.

Equip Cost - The cost in resources needed to upgrade an efreet with an equipment card that is already deployed.

Equipment Slot - The indicators at the bottom of an efreet card which shows which type of equipment it can accept.

Expend - To expend is to rotate a card 90 degrees, usually to indicate that an action has been taken.

Firing - The *act* of when an efreet shoots at another during combat. The rolling of the dice. The actual volley fired is called the *shot,* or the result of the die roll when firing.

Flip - To flip a card is to place it facedown. When flipped, the card is considered out of play and its effects are not active.

Frontline - The middle row between the baseline and the redline.

General - The leader of each arsenal. Arsenals are built around a general and can only include cards from each general's faction, along with neutral cards. Generals do not count towards the arsenal's 60 card limit.

Hand - The cards a player holds in their hand.

Heroic - Unique characters, locations and technologies in the REDLINE universe represented by a gold frame around the card.

HQ - The game zone where generals are played face up and remain active.

Initiative - What players roll for at the beginning of a game, to determine who goes first and wins all tiebreakers when playing. At the beginning of the game, each player rolls a d12 die; the higher roll wins and goes last during each deploy phase. The winner of initiative also choses to retreat from engagements last after each combat round.

Mission Dials - What players use to plan missions. Mission dials are numbered 1-5 to correlate with each mission position and are also marked with a B for efreets that wish to stay at base during the combat phase.

Natural 12 - When a 12 is rolled on an attack die, before modifiers, when attacking. A natural 12 always hits and is always a critical hit regardless of modifiers.

Partial Mulligan - When players draw their opening hand of 7 cards, they may place any number of those cards at the bottom of their arsenal to draw that many in return. This may be done only once. Afterwards they keep all cards in hand and play begins.

Pilots - The person at the controls of an efreet. Efreets may only be equipped with 1 pilot card at a time.

Razing - The act of placing cards from the top of an arsenal into the scrapyard.

Recon - A game resource gained mainly from attempting or capturing missions. Recon collects and builds persistently between each turn of the game. Recon may be used to activate certain abilities on cards, and is used to deploy tactics cards from your hand.

Recon Pool - The place where recon is stored, the maximum amount being six. The recon pool does not empty between turns.

Redline - The middle of the game zone between each player where the mission deck, missions, and critical hit deck are placed. Controlling all the missions on the redline at the end of the turn results in a tactical victory.

Repairs - When damage counters are removed from damaged cards on the baseline.

Resource - The basic material used to deploy efreets and equipment, and play tactics. Unused resources disappear from the logistics pool at the end of every game phase.

Retreat - After a round of combat ends, efreets may leave an engagement by retreating from it.

Rounds - In combat, fighting takes place over a series of rounds. Efreets take actions in a round in order according to their speed. Once all efreets have taken their actions, the round ends and a new one begins, until one player's efreets are all destroyed or have retreated.

Scrap - When a player is forced to chose one of their own cards to destroy, placing it in the scrapyard.

Scrapyard - The game zone where used and destroyed cards are placed.

Shot - The number rolled when firing.

Squad - The term for the group of efreets a player sends to attack a single mission during the combat phase.

Squadmate - The other efreets that are grouped together into a squad.

Tactical Victory - Win condition where a player has control of all 5 mission cards at the end of a turn.

Upgrading - The act of adding equipment cards to efreets. Efreets that have matching equipment slots may be upgraded with equipment cards played directly from a player's hand when deployed.

CREDITS

REDLINE Tactical Card Combat
Game Design & Development: Cameron Dueker

Producer: Cameron Dueker

Efreet Design: Stephen Huda

Graphic Designs: Charlo Norn

Editing & Proofreading: Ben Edwards and Korric Morgan

Flavor Text: Jason E. Alt.

Art Direction: Cameron Dueker

Game Box Cover Art: Vincentius Matthew

Instruction Manual Cover Art: Emerson Rabbitt

Instruction Manual Layout: Tony Mastrangeli

Interior Art: Aleksander Łukasiak, Emerson Rabbit, César Andrade, Vincentius Matthew

Production Management: Josie Guo

REDLINE

TACTICAL CARD COMBAT

REDLINEGAME.COM